



THE ADVENTURES OF

MERLIN

FREE!
MAGIC
NOTEBOOK

\$3.99

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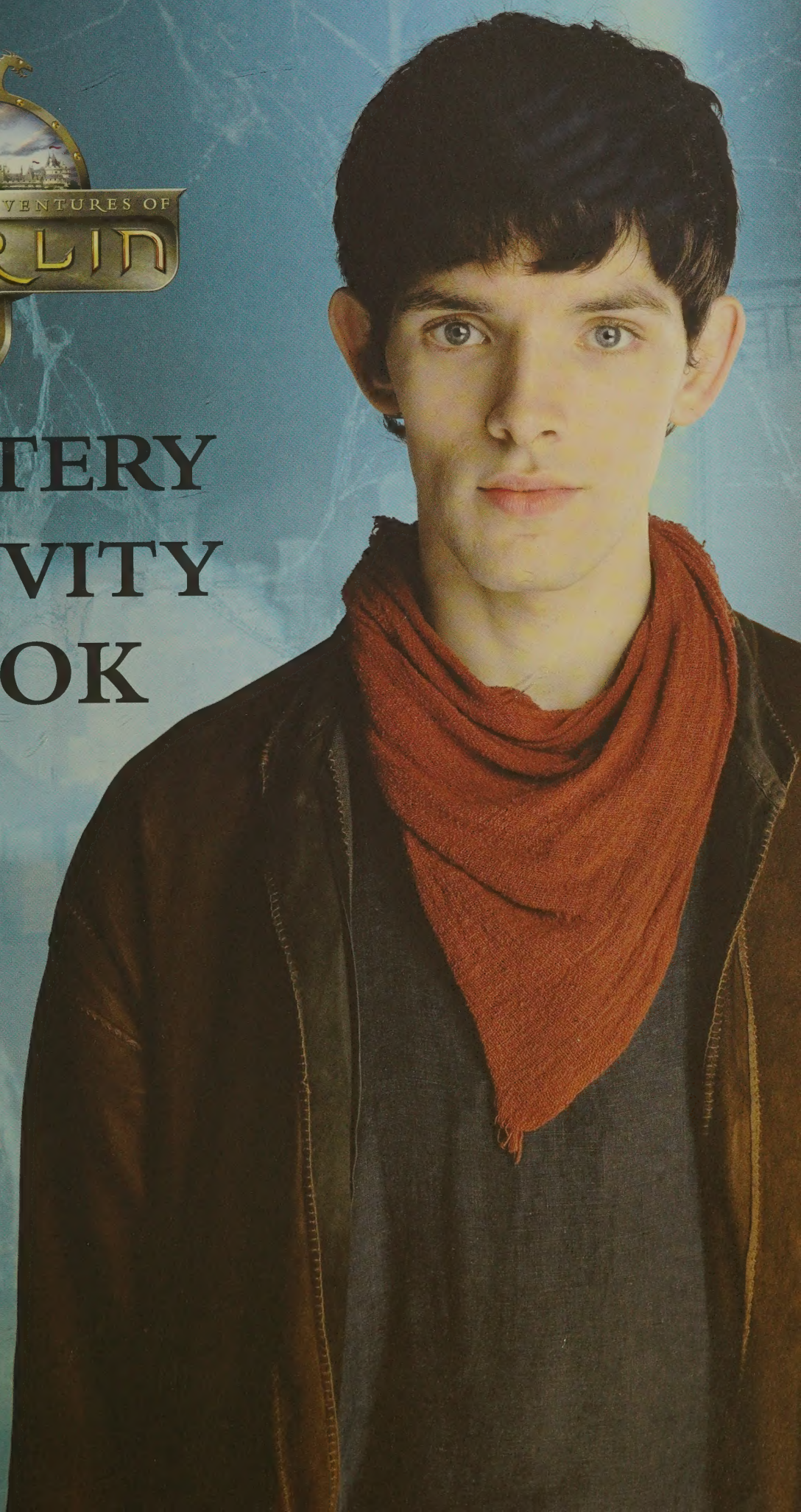
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MYSTERY ACTIVITY BOOK



MYSTERY ACTIVITY BOOK



A messenger arrives in Camelot – he has an urgent message for Merlin. Can you help find him in this busy scene?





The messenger is very ill after his journey. Gaius and Merlin try to treat him. Spot the odd ingredient out from each row below to make the remedy they need.



*Make up your own potions
and spells and keep them
secret in your magic notebook.*



_____!

A B C D E H I K L

N O P R S T U V Y

Uther is in a terrible rage! He can't find Arthur. Morgana, Gwen and Merlin try to cover for him but their story has got all jumbled up. Can you put their sentences in the right order?



Arthur
definitely hasn't gone
hunting.

1

And now
he's checking on the
guard patrols round the
perimeters of
the castle.

Then he said
he wanted to go
for a walk to get
some air.

He went to see Gaius
to get a potion to help him
feel better.

Then he had a nap
in Gaius' chambers.

He's not feeling
very well.

Merlin is packing for his trip. Can you help him work out what he needs to take?

B X C A R G T S E H C
 B O T T L E H J T N A
 W J O Q A W E O P J N
 V M P K Z P R I B F D
 X A T C O D Q U I L L
 L P E R I F H B P C E
 A C G B O P M W C E X
 Q B H B L P R A A B N
 S W O R D Q P V G T N
 Y U R N L P C R D I Q
 Z O N Q V P K A O L C

Book of Magic

Candle

Chest

Quill

Bottle

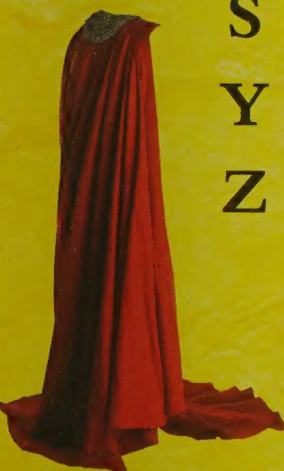
Cloak

Sword

Rope

Map

Horn



Merlin goes to The Dragon for advice.
He answers with a riddle which tells
Merlin where Arthur is being held.

Use the first
letter of each
word to spell
out where
that is.

*Never intentionally
mislead, understand
everything. Hear sounds,
call and vanquish evil.*

,



Gaius tries to persuade Merlin not to go –
he thinks it's too dangerous. He tries to teach
Merlin how to defeat the beasts he could meet
– can you work out what they are?



Arthur defeats one of these on his quest to
find the ingredient for a potion to save Merlin.



Nimueh conjured one of
these to live in Camelot's water
source and poison its inhabitants.



Arthur was nearly killed
by this dangerous creature.



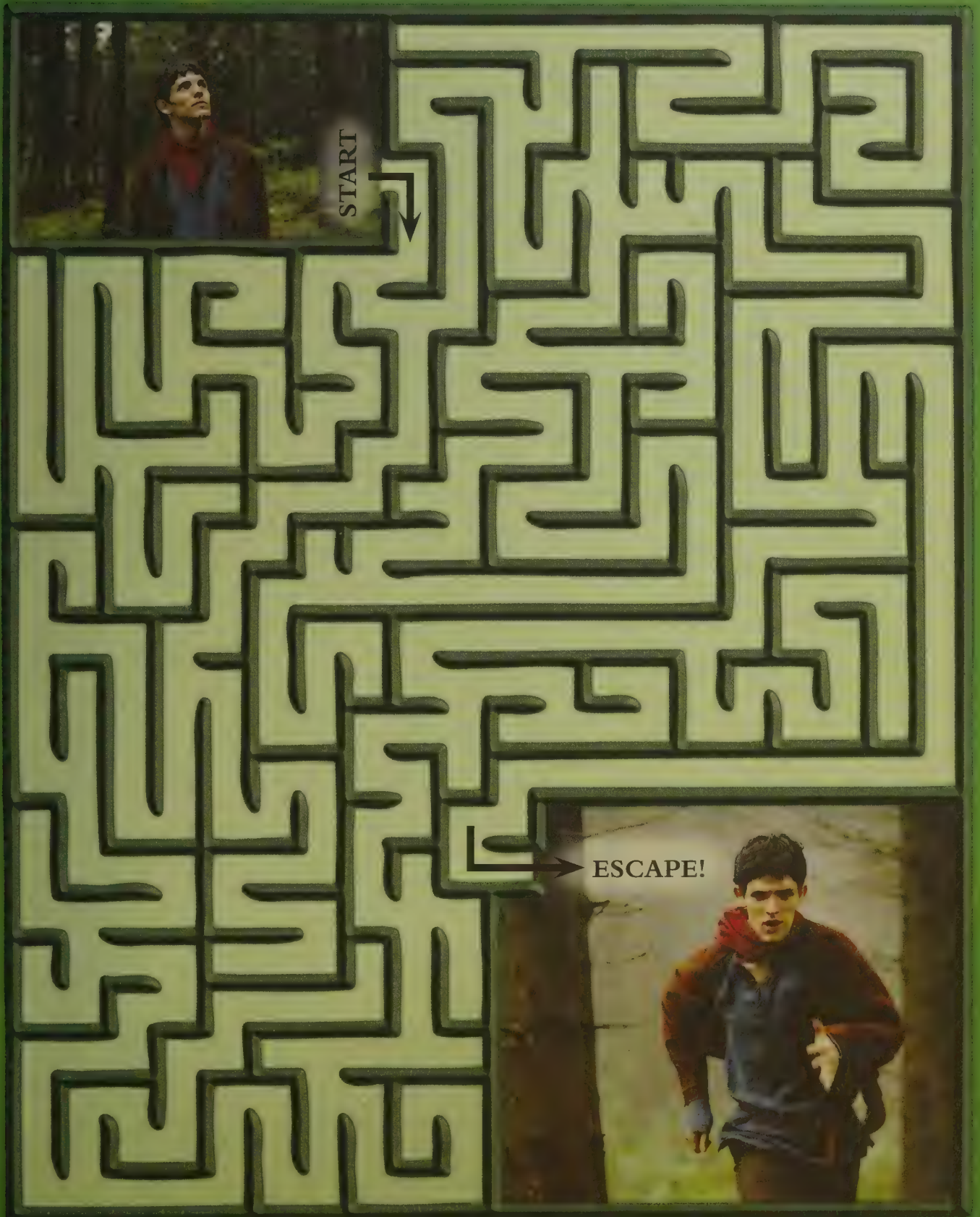
Merlin helped Lancelot
defeat this magical beast.

There are three paths into the forest. Help Merlin pick the right one by holding this page up to a mirror to uncover the message written on the mysterious sign.

Beware the peril of the forest.
The first path will lead you
into quicksand, the second will
take you to the cockatrice's den,
the third is the only path that
will give you safe passage.



Now that Merlin is inside the forest,
can you help him to the other side?



Merlin travels deep beneath the castle.
Here he finds an afanc lying in wait.
Can you draw this deadly creature?



Merlin realizes he has lost his
Book of Magic! Can you help him find it?



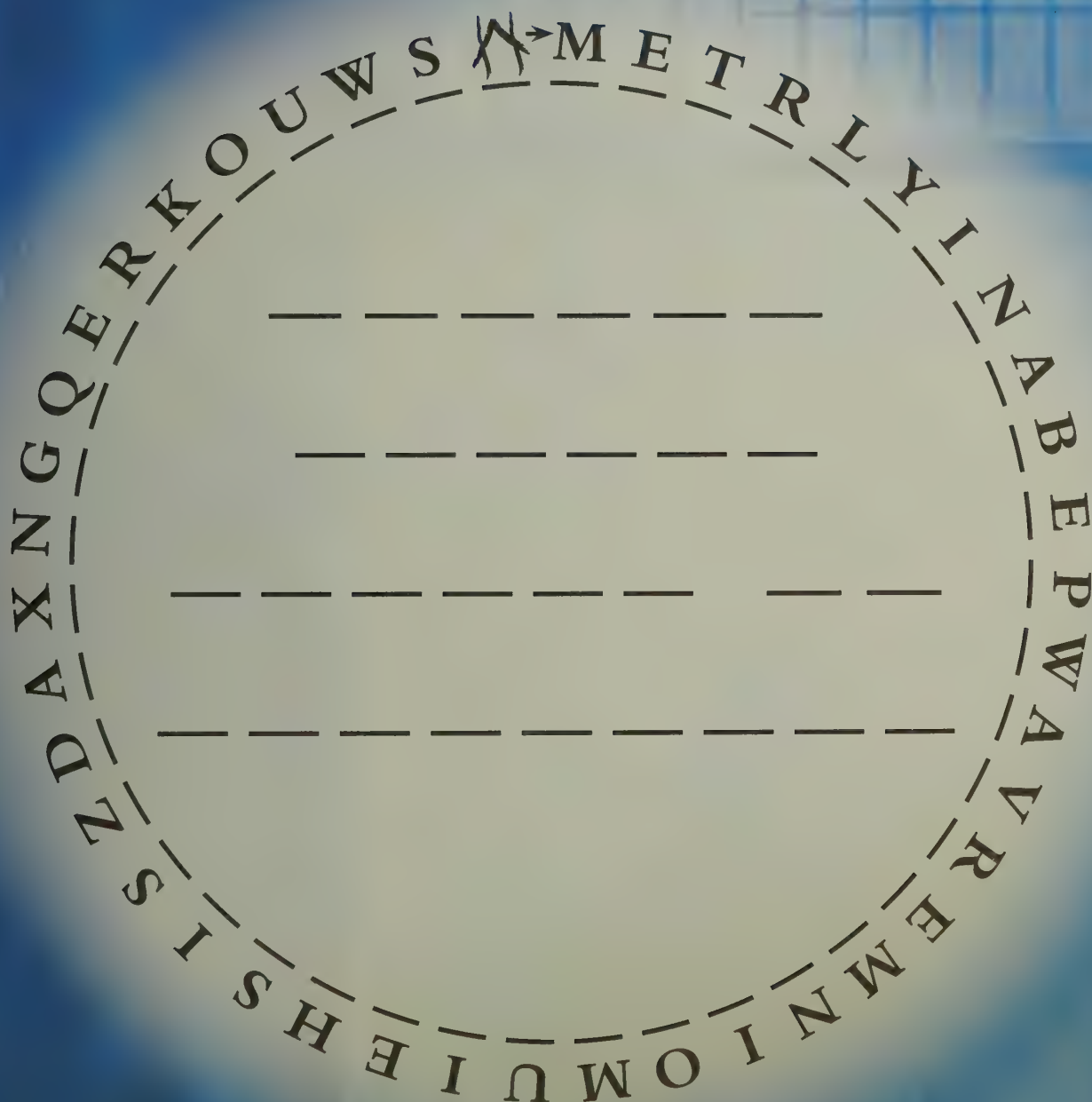
It's getting dark so Merlin casts a spell to light his way. Put all the letters together to work out what was the most important word in his incantation.

M O N X A L I
U L T N I

I _____



Scratched in the mud, Merlin finds a clue
from Arthur. Begin at ~~N~~ and cross out
every third letter to uncover Arthur's message.



Merlin needs to cross the lake. It looks peaceful but he fears there are dangers under the surface. Use the code and the compass to draw a safe path across.

CODE: 2E, 3S, 5W, 1S, 1E, 1S, 3E, 1S, 3W, 1S, 5E



SAFETY

TIP: 4E means Merlin must row 4 squares in an easterly direction,
2S means he must row 2 squares in a southerly direction.

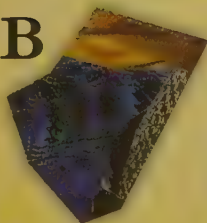
Merlin is so tired he's fallen into a fitful sleep. In his dreams he sees his friends, but their picture has become blurred. Can you help him complete the image by picking the right missing pieces?



A



B



C



E



F



D



Nimueh has been watching; she enchants Merlin into a death-like slumber. In his dreams he's surrounded by friends and foe. Can you guide him through his dream maze and wake him up?

START



TIP:
Follow the lines to move
from character to
character. You can only
move from one friendly
face to another. If you
land on a villain,
start again!

Merlin reaches the swamps of uncertainty.

Answer the clues and fill in the stepping stones to help Merlin across.

ACROSS

- 1 – Isle of the _____ where Merlin goes to bargain for Arthur's life (7)
- 2 – The Morteaus _____ that Arthur finds to help heal Merlin (6)
- 3 – Arthur's uncle was the Black _____ (6)
- 4 – Merlin's mother is called _____ (6)

DOWN

- 1 – The castle where Arthur and Merlin live is called _____ (7)
- 2 – This _____ breathes fire and helps guide Merlin (6)
- 3 – _____ is Uther's ward (7)
- 4 – _____ is the King of Camelot (5)
- 5 – Lancelot used a _____ to defeat the Griffin (5)

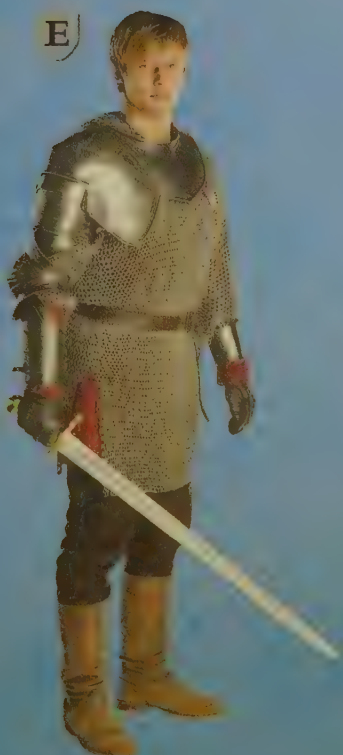
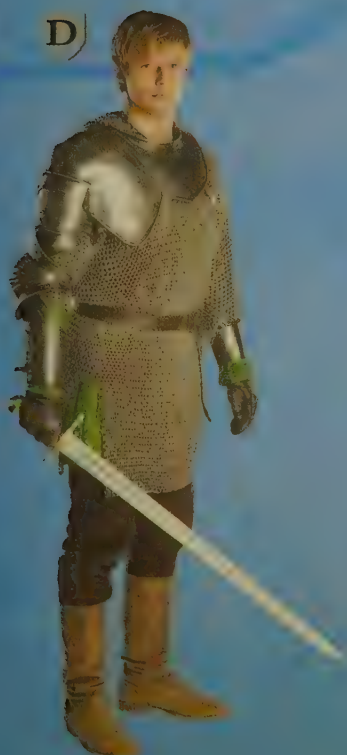
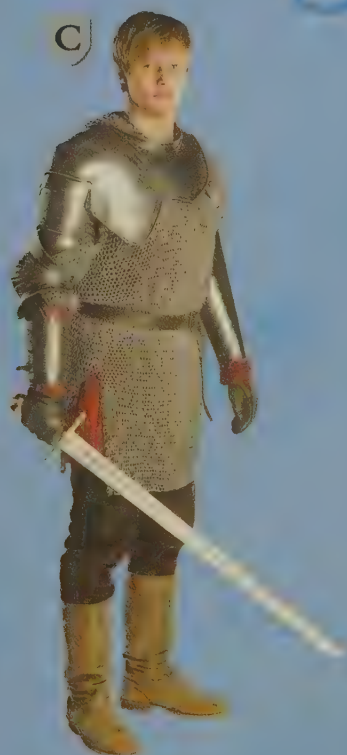
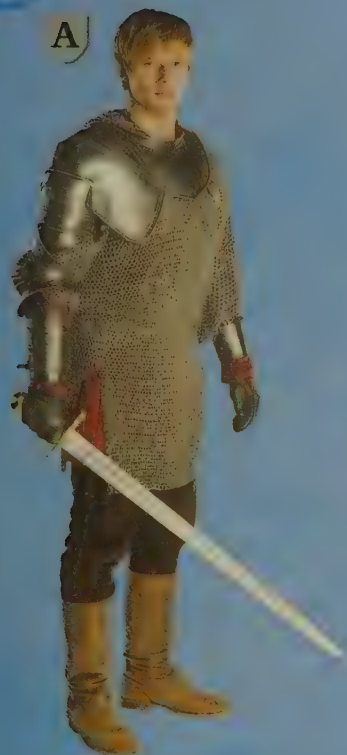
Inside the cave Merlin finds six tunnels, but which leads to Arthur? Count how many times you find the word TUNNEL in this wordsearch to help Merlin pick which one to take.



Merlin takes
tunnel number:

T	W	D	G	Y	H	B	N	T	A	D	V
U	U	O	L	P	N	G	T	U	Q	V	U
N	E	N	O	B	T	Y	V	N	A	D	N
N	R	P	N	L	C	X	B	N	L	J	B
E	C	I	M	E	P	N	N	E	K	M	C
L	M	Z	N	K	L	M	G	L	M	N	J
N	G	W	M	E	D	N	H	N	P	B	H
T	Q	P	N	V	B	R	O	B	G	E	N
G	Z	N	Q	P	L	C	E	U	F	G	M
K	U	X	C	A	B	N	D	D	T	F	K
T	F	O	P	J	G	R	B	I	Y	G	L
G	N	E	M	N	L	E	N	N	U	T	D

Finally Merlin reaches Arthur, but rather than just one, he finds that Nimueh has conjured a crowd of Arthurs to try and trick him, so he must work out which one is real.



Now that Merlin has found Arthur,
he needs to make sure he's the right one –
can you help Arthur answer these questions?

*What's your
full name?*

Where do you live?

*Which knight,
who used a shield
of snakes, did
you defeat?*

*We smuggled
the Druid boy
Mordred out of
Camelot
through what?*



Can you help lead Merlin and Arthur
safely back home to Camelot?



START



ANSWERS

Page 2-3



Page 4



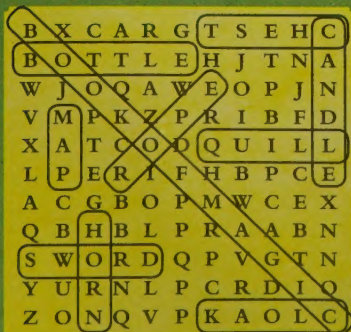
Page 5

Arthur's message says:
SEND HELP! I'VE BEEN
TAKEN PRISONER BY AN
EVIL SORCERESS. ARTHUR

Page 6

1. Arthur definitely hasn't gone hunting.
2. He's not feeling very well.
3. He went to see Gaius to get a potion to help him feel better.
4. Then he had a nap in Gaius' chambers.
5. Then he said he wanted to go for a walk to get some air.
6. And now he's checking on the guard patrols round the perimeters of the castle.

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Page 8

The Dragon's riddle said:
NIMUEH'S CAVE

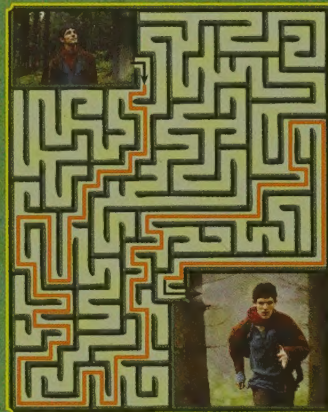
Page 9

Answers clockwise from left to right:
COCKATRICE
AFANC
QUESTING BEAST
GRIFFIN

Page 10

The message on the signpost says:
Beware the perils of the forest. The
first path will lead you into quick-
sand, the second will take you to the
cockatrice's den, the third is the only
path that will give you safe passage.

Page 11



Page 13

C will take you to Merlin's
Book of Magic.

Page 14

The most important word is:
ILLUMINATION

Page 15

Arthur's message says:
MERLIN BEWARE. NIMUEH
IS DANGEROUS

Page 16



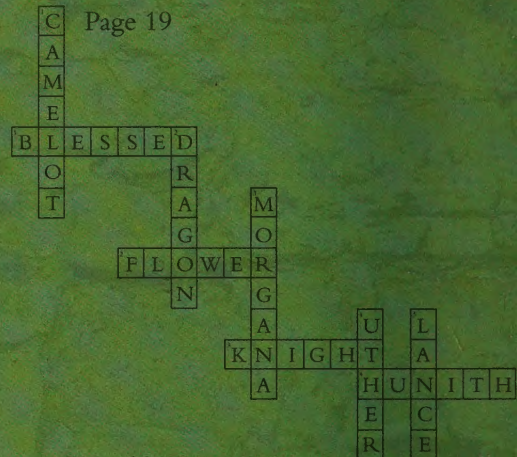
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The missing pieces are: B, D, E and F

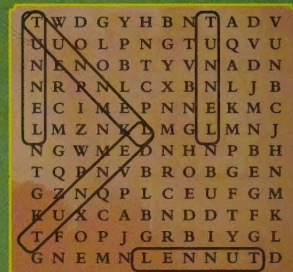
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Arthur
should
take tunnel
number 5

Page 21

E is the real Arthur

Page 22

Answers in order: Arthur Pendragon,
Camelot, Valiant, Tunnel

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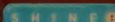
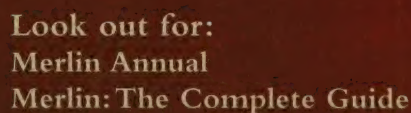




A mysterious stranger has captured Arthur and Merlin is on a mission to set him free.

**Join Merlin on a dangerous journey to save Arthur.
Solve the puzzles, play the games and answer
the riddles to help Merlin save his friend,
the prince of Camelot.**

**This fun-packed
activity book
is full of
puzzles,
games and
quizzes!**



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